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HAUNT
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Haunt Created by TODD McFARLANE and ROBERT KIRKMAN

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image

KICK-ASS!!

BY JOE CASEY AND NATHAN FOX
COLOR BY IVAN PLASENCIA

THIS THING MIGHT'VE KILLED TUBMAN...!
NOT FOR NOTHIN', LITTLE BROTHER...BUT THAT'S PROBABLY NOT A HUGE LOSS TO HUMANITY...
HEY! DON'T EVEN THINK ABOUT --
YOU WANNA ARGUE?! OR DO YOU WANNA KICK THIS MATCHSTICK'S ASS IN?!
WHAT DO YOU THINK?!

YEEAARRGGH--!
GODDAMMIT -- DON'T DO THAT AGAIN!

SOME STRATEGY, KID...!
HOW'RE WE EVEN GONNA GET CLOSE TO --
SHUT UP--!

LET'S GET US SOME BREATHING ROOM--!
JUST MOVE IT!
FWOOSH

CHRIST...
WHOA... LANGUAGE, DANNY. YOU NEVER KNOW WHICH SUPREME BEING IS EAVESDROPPING...

RIGHT.
I'M OPEN TO SUGGESTION IF YOU'VE --

ENOUGH!
WE NEED TO WORK TOGETHER IF WE'RE GONNA --
QUIT MOANING AND LET'S FIGURE OUT HOW TO DOUSE THIS BITCH!

KRRY YAAAAHHHH--!
...NNNNNN...
GET YER ASS *UP*, DANIEL!
THIS THING'S GOT OUR *NUMBER!*

GET! UP!
... WHU... WHAT DO YOU WANT...
...WITH ME...?
THIS THING'S MORE THAN A WALKING GREASE FIRE, KID!
ON YOUR FEET OR YER TOAST--!
DANIEL --
...I'M... D-DOING IT...
...I-I CAN'T...
...NO...
IF THE TWO OF US ARE BEING --
--WHAT THE HELL...?!

FIGHT FOR
RIGHT AND FREE-DOM-

KEEP OUR
HOME
CLEAN
KICK IT--!

WOOM

ABANDON SHIP--!
BRRM

TUBMAN! YOU'RE...
WHERE'D YOU GET A CITY BUS...?!
RESOURCEFUL OLD MAN, ISN'T HE...?

A GOOD SOLDIER KNOWS HOW TO IMPROVISE, WHEN HE HAS TO.
NNF
Y'KNOW, IN THIS PARTICULAR SITUATION, THIS ISN'T THE BEST LOOK FOR YOU...
SNAP!
SNAP!
NO SHIT --

-- BLAME THAT.

YOU TWO NEED A *TISSUE*?! IT'S PAST TIME TO HOP BACK ON THE PAIN TRAIN!
WHAT, YOU WANT AN *ENGRAVED INVITATION*?!
KURT...?
YEAH, YEAH, YEAH...
THAT'S MORE *LIKE* IT --
-- JUST DON'T TAKE TOO LONG TO GET YER SHIT *TOGETHER*!
I'LL BUY YOU SOME --
-- TIME.
JEEZUS PALOMINO..

ALRIGHT, BIG BOY.
YOU'RE IN THE WRONG CITY TO PICK A STREET FIGHT...
...'CAUSE I GO OLD SCHOOL.
SAY CHEESE.

OH MAN --
-- YOU SEE THAT?!
LOOKS LIKE IT'S GOT AN ACHILLES' HEEL AFTER ALL --
-- SURE AS HELL DOESN'T LIKE GETTING ITS BELL RUNG, DOES IT...?
YOU'VE GOT YOUR TARGET, SOLDIER! IT'S THE FACE MASK!
NOW GET IN THERE AND TEAR HIM DOWN--!
EASY FOR YOU TO SAY, TUBMAN --

-- THIS IS GONNA HURT.
FUCK IT UP LITTLE BROTHER! FOR ONCE IN YOUR MISERABLE LIFE IGNORE THE PAIN --
-- AND PULL!
AHHHNGGGGG!
I-I THINK...IT'S... IT'S --
HELL, YES! I CAN FEEL --
--GOT IT!

NO...!

NONO NONONO NO --
-- OH YEAH...!
OH SHIT
NEVER SEEN THIS BEFORE...
BLORCH
KNK
CRUCH
...THEY'RE LOSING THEIR SHIT...!
FEELS... DIFFERENT--

—FEELS GOOD!
NO MORE STRUGGLE...?
NO MORE PAIN...?
OKAY, KIDDO...
...MAYBE WE SHOULD TRY AND DIAL IT BACK NOW.

YOU PERFORMED A VALUABLE SERVICE. DING-DONG, THE WITCH IS DEAD--
THERE'S MORE...TO BE DONE...
THERE IS, HUH?
NOT TODAY, LASSIE. LISTEN TO MY VOICE AND UNDERSTAND WHAT I'M TELLING YOU...
I'M SURE YOU CAN. BUT THERE'S STILL A PAIR OF BROTHERS LOCKED IN THERE THAT NEED TO COME OUT NOW.
ONE ALIVE, ONE DEAD...
...IT'S TIME TO CALM DOWN.
I CAN FEEL... THE ENTIRE WORLD AROUND ME...
...BOTH OF THEM SPARKLING PERSONALITIES.
GUH--!

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THAT WAS SHITHOUSE STRANGE, KILGORE.
HEY, YOU *WITH* ME?
..UUUNNN.. YEAH..I M..
..KURT..?
JUST AS FREAKED AS *YOU* ARE, I'D IMAGINE.
THERE HE GOES. GHOST OF FEW WORDS...
..I.. *SAW* THINGS, TUBMAN... VISIONS...
..BLOOD AND DEATH.. OTHERS STATES OF CONSCIOUSNESS...
SOUNDS *HEAVY*, KID.
BUT LET'S SAVE THE POST-MORTEM FOR A MORE SECURE LOCATION. THE LOT OF YOU TURNED *THIS* ONE INTO A *HOT ZONE*.
NO PUN INTENDED.
OKAY... OKAY...
..YOU WERE *RIGHT*, TUBMAN...
..ABOUT THIS PLACE. I *DIDN'T* PAY CLOSE ENOUGH ATTENTION..SOMETHING *WEIRD* ABOUT THE PRACTITIONERS HERE...
BUT STILL..I NEVER WANTED *THIS*...
..WHAT HAVE WE *DONE*...?
BOOM

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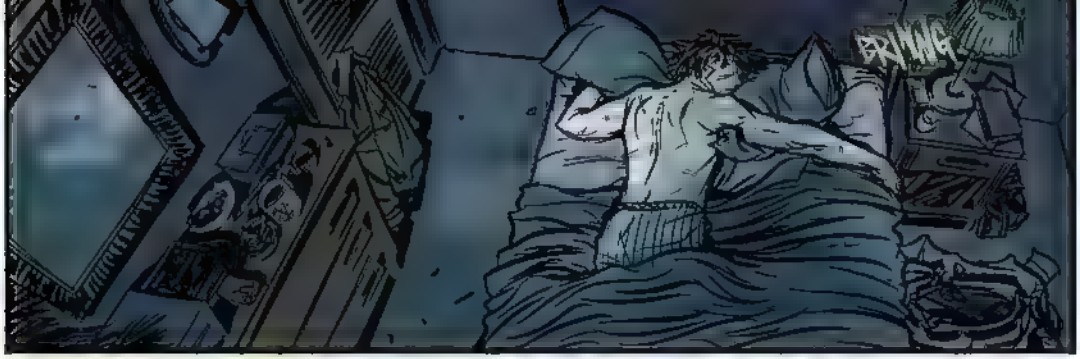
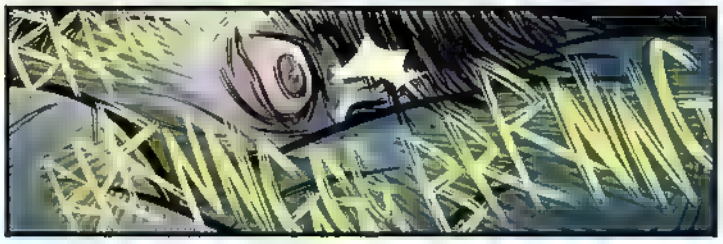
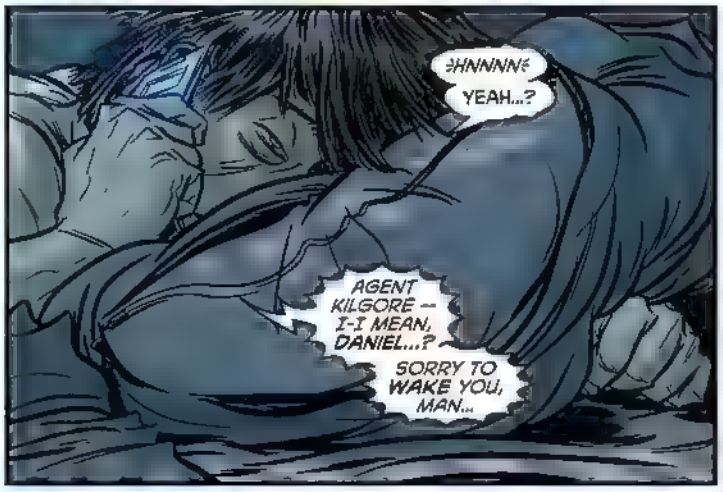
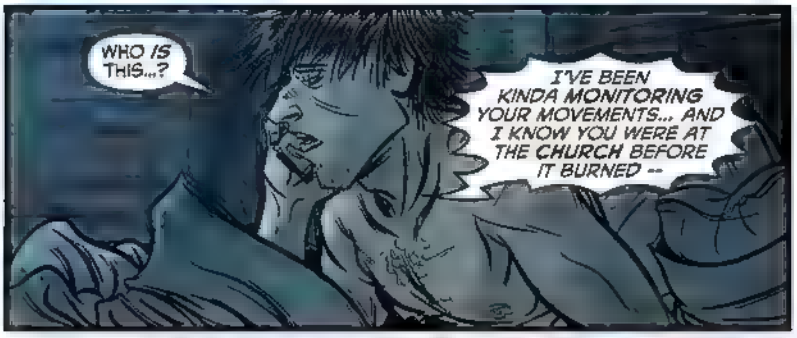
NYPD: 17th PRECINCT:
SO, LET ME GET THIS STRAIGHT...
...THIS ALL WENT DOWN IN THE LAST *TWO HOURS?!*
HEY, MCCULLERS... I'VE GOT TOMORROW'S *TIMES* UP. GET OFF THE *PHONE,* WOULDJA? I NEED HELP WITH THE CROSSWORD...
ALRIGHT, DETECTIVE LARDNER...THIS IS YOUR LUCKY DAY.
YOU ACTUALLY WANT TO DO A BIT OF *DETECTING,* THERE'S A SCENE ACROSS TOWN I THINK WE NEED TO GET *IN* ON...
IF YOU'RE TALKING ABOUT DRAGGING ME BACK DOWN TO THE CHINA CLUB... *FORGET* IT.
WE'RE *BOTH* GETTING TOO OLD TO BE DIDDLING THE VAMPS WHO STILL HANG AROUND THAT --
NO, NO, NO... NOTHING LIKE THAT.
REMEMBER *KILGORE?* THE DEAD HOOKER'S PRIEST?
WELL, KILGORE'S *CHURCH* JUST BURNED DOWN.
AS IN, RIGHT TO THE GROUND.
YOU'RE SHITTING ME.
GODDAMN, LET'S GET *INTO* IT.







...I KNOW I'M NOT EVEN SUPPOSED TO BE TALKING TO YOU...
...BUT I FIGURE, SINCE YOU'RE OUT THERE IN THE COLD... ALL BY YOUR LONESOME AN' A.L... YOU MIGHT APPRECIATE, Y'KNOW, A HELPING HAND...



--AND YOU DIDN'T EXACTLY LEAVE THE SITE CLEAN.
I SENT IN A TEAM OF INDEPENDENTLY CONTRACTED PLUMBERS TO MAKE SURE YOU DIDN'T ACCIDENTALLY LEAVE SOMETHING BEHIND.
WELL, THEY FOUND SOMETHING AND THEY DROPPED IT OFF AT THE OLD HEADQUARTERS... IN MY LAB.
MAYBE YOU SHOULD CHECK IT OUT.
UMMM... BUH-BYE.

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CRIIK
HEL-LO...?
ANYONE HERE...?

STILL A GODDAMN MAUSOLEUM...

OKAY, SCOTT, DOES THIS MEAN I'M FINALLY GETTING CLUED IN ON WHERE THE HELL YOU ALL --

--DISAPPEARED TO.. ?
NEXT ISSUE:
THE MYSTERY OF THE INSECT KING!

POST MORTEM

Hi everyone,

This month, creator Todd McFarlane and writer Joe Casey join us to answer some of your pressing questions. We love hearing from our fans, so keep writing to us at postmortem@mcfarlane.com, or reach out to us through our social channels on Facebook or Twitter.

Next issue you're in for a real treat. Artist Robbi Rodriguez joins forces with Nathan to tell one killer story. Did you miss Mirage? Well, she's back, and on a new mission. Reserve your copy at your local comic shop now!

Jen Cassidy

Managing Editor

Daniel M. from Facebook asks:

Are *Haunt* and *Spawn* set in the same continuity?

TODD: Yes. I think it would be cool to have Spawn and Haunt meet each other sometime in the future, and I don't want it to have to be some weird time travel. Haunt is acting in a corner of New York, but because it's clandestine, and underground, no one in the public knows what's going on. It does run into some of the themes that are currently being played out in *Spawn*, where there's a lot of government subterfuge going on. Perhaps these two parties are going to collide in the future, and it would make for a cool crossover.

Nikolas A. from Facebook wonders:

Will *Haunt* be launched in the Spanish language?

TODD: We're working with our international publishers to do just that! Hopefully, you'll see *Haunt* published in Spanish by the end of 2012/early 2013.

Nate B. from Facebook writes:

What was your inspiration for *Haunt*?

TODD: I was mostly involved on the visual end of it, but was involved in a few tidbits from the actual storyline itself.

When Robert Kirkman stood up at a panel I was on and challenged me to create a new series, I invited him to do it with me. He came out to the office, and provided the framework for what the story was going to be. I just added some detail to it. The bigger tip of the hat goes to Robert, who would be able to provide you with more detail on what the seed was for this.

Philip B. from Facebook asks:

Is there ever going to be a Haunt figure?

TODD: Yes. As long as the character is popular, we'll continue to roll out different product. The first thing coming down the pipeline is a resin statue, which we'll be advertising very soon. Keep checking spawn.com for information.

John D. from Facebook wonders:

Will we see the Kilgore brothers

travel into the ghost realm together and fight those evils that attack them on the spirited plane on earth? Will Harvey be a permanent fixture? Can we expect to see a book come out on time the rest of the year or even catch up? I love Joe and Nathan's work so far. I wish to see them more often. I would like to see the story get back into the covert ops again and do some real thrashing.

JOE: The notion of "ghosts", how and why they exist, is a big part of the series. And if you've read issue #22, you know that Still Harvey Tubman has an interest in the ghost realm that even the Kilgore brothers aren't aware of. So, yeah, he'll be around for a while. And, okay, we'll throw in plenty of real thrashing, too...

Chris G. from Facebook writes:

When can we expect the *Haunt Immortal Edition Vol. 2* to come out???

TODD: *Haunt Immortal Edition Volume 2* will be out sometime in either December 2012 or January 2013. We try to space out our trade paperbacks and hardcovers accordingly so we don't oversaturate the marketplace. Also, since *Haunt Immortal Edition Volume 2* will be collecting issues 13-24, we needed to wait until all issues were finished before we collected them.

Chad N. from Facebook wonders:

Why did you stop working on *Haunt*? Is it the same reason Stan Lee stopped working on the *X-MEN* after the first 20 comics? Just too busy with other projects?

TODD: There are a couple of reasons. Number one, we hired a new artist, Nathan Fox, who pencils and inks his own artwork. If you noticed on the first 18 issues, my big art contributions were some covers and inking a majority of the pages. Nathan wants to do his own artwork; just I like to do my own pencils and inks. Since the inking component went away when Nathan jumped on, I've taken a step back into an overseeing role. I may jump on and do covers from time to time, but we'll see.

Next Issue: HAUNT #25

Cover subject to change.

Robbi Rodriguez teams up with Nathan Fox in the next issue of the new millennial nightmare!

Who is the Insect King? And what does its existence mean for the tortured world of the Kilgore Brothers? You'll never know unless you read this series. All this and, more importantly, the return of Mirage!

Question of the Month

"What do you hope will be the biggest story to come out of Comic-Con this year?"

"That IMAGE UNITED will be finished, followed by a sequel featuring a team up of the latest generation of Image characters including Firebreather, Invincible, Cassie Hack, Dr. Marrow, Tony Chu, Shinku and Bomb Queen, Mud Man, and the Mice Templar! We'll call it IMAGE MI-MITER."
Tim Seeley
HACK/SLASH, BLOODSTRIKE

"The biggest news should be that COMICS have made a comeback in the mostly film driven multi media convention and Image comics is leading the way for a future where creators run the show and eat big business."
Jason Pearson
QUEEN CRAB

"Big isn't quite Enormous, but one can always hope that the world discovers just how many incredibly cool books Image has to offer in the later part of 2012. That, and Game of Thrones."
Tim Seeley
MORNING GLORIES, ENORMOUS

"Michael Bay to direct Twilight reboot." Followed by "Local officials still calculating death toll after Michael Bay announced to direct Twilight reboot."
Nick Spencer
CHEW

"Wild Children."
Jason Ho
WILD CHILDREN

JULY 2012

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THE THIRD DEGREE
MIKE NORTON

Mike Norton has been working in comics for more than a decade, gaining recognition for projects such as The Waiting Place and Jason and the Argobots. In 2001, he became Art Director for Devil's Due Publishing, where he drew the first Voltron mini-series. In 2005, he went freelance and has since made a name for himself working on books like Queen and Country, Gravity, Runaways, All-New Atom and Green Arrow/Black Canary. His creator-owned web comic Battlepug is a cult hit and his new Image series with Tim Seeley, Revival, launches in July.

What are you working on right now?
Right now I'm drawing Revival and It Girl for Image. I also draw a weekly webcomic called Battlepug. And a bunch of other odds and ends.

What's the best part of your job?
Being able to make stuff for a living. Getting up every day and hanging out with a bunch of creative people drawing stuff never gets old.

What's the worst part of your job?
The stress of many many deadlines.

How did you first discover comics?
My dad gave me Amazing Spider-Man 163 when I was a kid. I wasn't even old enough to read. It and Star Wars were probably the greatest influences on me as a child.

If you weren't working in comics, what would you be doing?
A veterinarian or in a band. I played in bands in high school and the only occupation other than the arts that I even considered when I was a kid was veterinary medicine. That was until I realized it was mostly math and science and not sitting around petting puppies.

What's the best thing a fan has ever said to you?
I had someone tell me they were influenced by my art in their own work. That really got to me. I thought about how so many artists changed my life as a kid. Definitely boosted the ego.

Who is the biggest influence on your work?
All those childhood heroes- John Romita, John Byrne, John Buscema. Also a lot of the indy creators that I really got into in the late '80s and '90s like Bill Reinhold, Matt Wagner, Howard Chaykin, and Mike Allred.

Own up to one of your guilty pleasures.
Circus Peanut candies, pizza, Rudy Ray Moore movies, pugs

What is the single work of which you're most proud?
Right now it's Battlepug. It's the first work I've done that's completely me. I'm really proud of Revival also.

What was the last comic book you bought?
Glory #24!

If you could be someone else for a day, who would it be?
Somebody thinner. I like being myself otherwise.

Pick three things you couldn't live without.
Friends (that includes dogs). TV. Pizza. I'm a simple man.

What makes you laugh?
Dogs. Happy dogs are the best.

What's the strangest thing you have in your house?
Uh... I guess the ceramic garden statues of Laurel and Hardy I've had since I was born.

What is one of your favorite places?
Ireland. Loved every second of being there. Also- being in front of my drawing table.

What music are you listening to these days?
My musical tastes are kind of stuck in the '80s. The last new music I bought was Doomtree and Adam Warrock.

What is your favorite film of all time?
I hate answering this question. I usually say Star Wars because it was the most influential.

Who is your best friend?
I have a couple of close friends. My buddy Ron from high school and Tim Seeley who I share a studio with.

What is the best advice you've ever received?
I believe it was Barry Bostwick as Capt. Ace Hunter in the motion picture Megaforce that said, "Deeds. Not Words." I have honestly based my career on this.

When was the last time you were truly frightened?
I had a skiing accident several years ago and messed up my knee pretty badly. Not being in control of something that could possibly end your life is really scary. I still can't go to the top of a ski hill now.

Name someone you really admire and explain why.
I admire all of the people working here at 4Star Studios. Tim Seeley & Steve Seeley, Josh Emmons, Sean Dove, Jenny Frison, and Mike Moreci.

What would you like to see happen in comics in the next 12 months?
I would like to see all of my comics become crazy popular so I can buy a big-ass boat. Also, if all comics could become crazy popular, I wouldn't be sad.

THE WALKING DEAD #100

"SOMETHING TO FEAR" CONTINUES!
This extra-sized chapter contains one of the darkest moments in Rick Grimes' life, and one of the most violent and brutal things to happen within the pages of this series. 100 issues later, this series remains just as relentless as the debut issue. Do not miss the monumental 100th issue of THE WALKING DEAD!

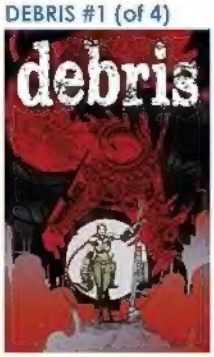
REVIVAL #1

For one day in rural central Wisconsin, the dead came back to life. Now it's up to Officer Dana Cypress to deal with the media scrutiny, religious zealots, and government quarantine that has come with them. In a town where the living have to learn to deal with those who are supposed to be dead, Officer Cypress must solve a brutal murder, and everyone, alive or undead, is a suspect.

CHEW: SECRET AGENT POYO #1

An all-new CHEW #n1, a one-shot spinning off CHEW's most popular supporting character, and comics' most beloved homicidal cybernetic kung-fu rooster. Concentrated mayhem. Feathers, rage and hotel Plaza: an all-star pin-up gallery from some of the most staggeringly talented artists in the industry!

DEBRIS #1 (of 4)



In the far future, humanity has doomed planet earth to rot and decay, covering her surface with garbage. Now, ancient spirits called the Colossals rise from the debris and attack the remaining survivors, forcing the human race to the brink of extinction. One warrior woman, Maya, sets out to find the last source of pure water to save the world before the monsters bring it all to an end.